

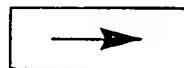
Fig. 1

GAME MENU

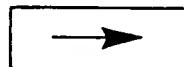
**SELECTION OF
TOURNAMENT
GAMES CURRENTLY
AVAILABLE
FOR GAME PLAY**



**SELECTION OF
STANDARD GAMES
CURRENTLY
AVAILABLE
FOR GAME PLAY**



**CURRENT
TOURNAMENT
LEADERS**



**THE CURRENT
PRIZE POOL**



**TOURNAMENT
ENDING TIME/DATE**



**LIST OF WINNERS
OF COMPLETED
TOURNAMENTS**

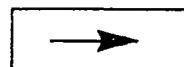


Fig. 2

TOURNAMENT SOLITAIRE

TOURNAMENT ENTRY CONSISTS OF
3 ROUNDS TOTAL SCORE

PLAY AS OFTEN AS YOU LIKE
EACH ENTRY INCREASES
THE PRIZE POOL

BEAT THE HIGH SCORES
TO QUALIFY FOR PRIZES

TOURNAMENT ENDS Fri. Jun 02
11:00

MALFUNCTION VOIDS TOURNAMENT ENTRY



FIG. 3

GAME NAME

TOURNAMENT LEADERS

JOHN Q. PUBLIC
JILL S. FARMER
ROCKY BALBOA

468359
397001
383991

401663

YOUR SCORE

TOUCH HERE TO ENTER
YOUR NAME ON LEADER'S LIST



Fig. 4

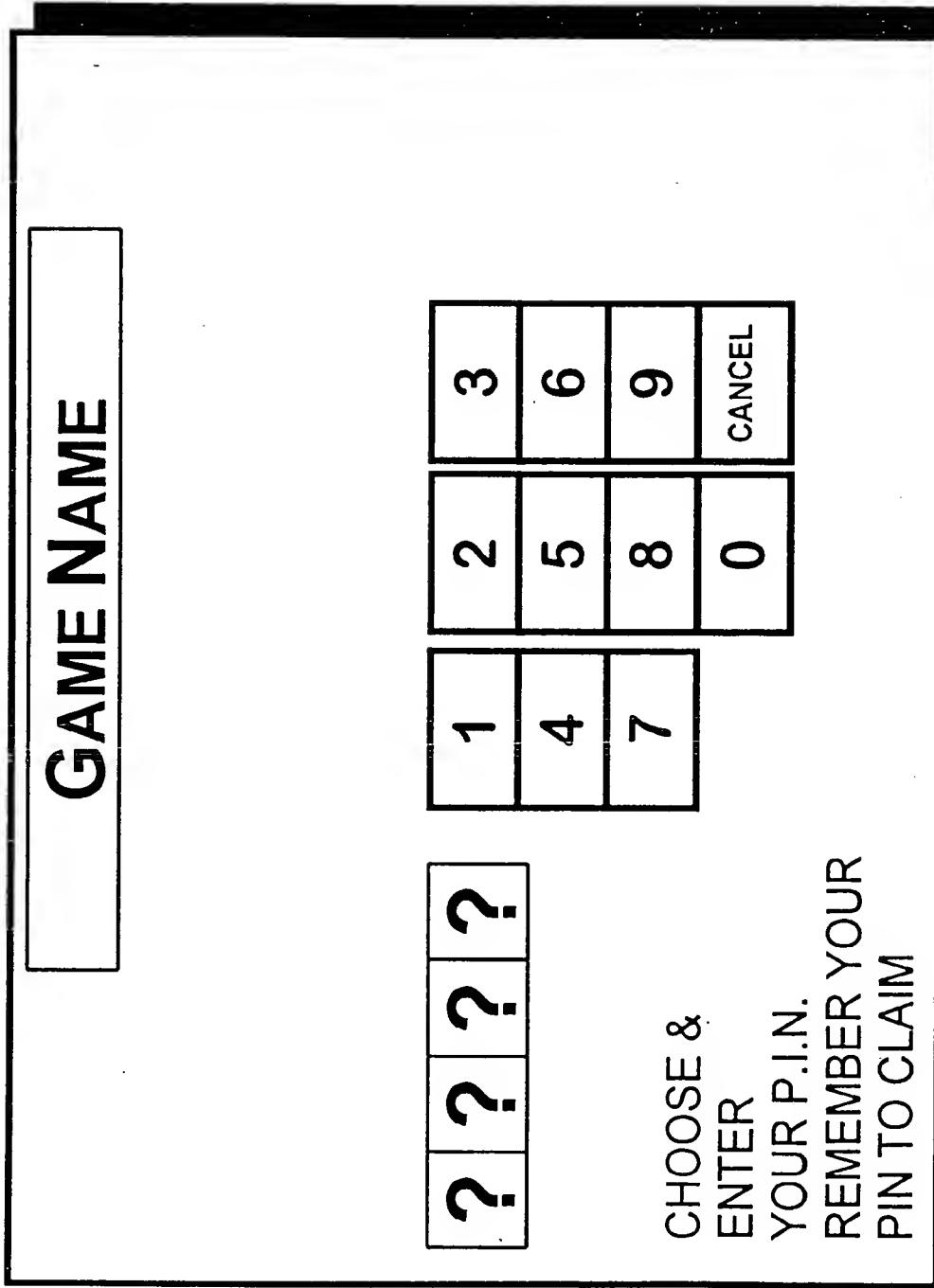


FIG. 5

GAME NAME

WINNERS LIST

Player Name

NAME 1

NAME 2

NAME 3

NAME 4

NAME 5

NAME 6

NAME 7

NAME 8

NAME 9

PRIZE 1

PRIZE 2

PRIZE 3

PRIZE 4

PRIZE 5

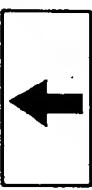
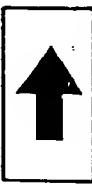
PRIZE 6

PRIZE 7

PRIZE 8

PRIZE 9

Prize



TOUCH YOUR NAME
TO VERIFY PRIZE

FIG. 6

GAME NAME

Player Name
???????????

Prize
123456

CALL ATTENDANT
TO COLLECT PRIZE

PIN NUMBER REQUIRED

1	2	3
4	5	6
7	8	9
	0	CANCEL

ATTENDANT
CONFIRM

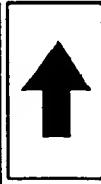
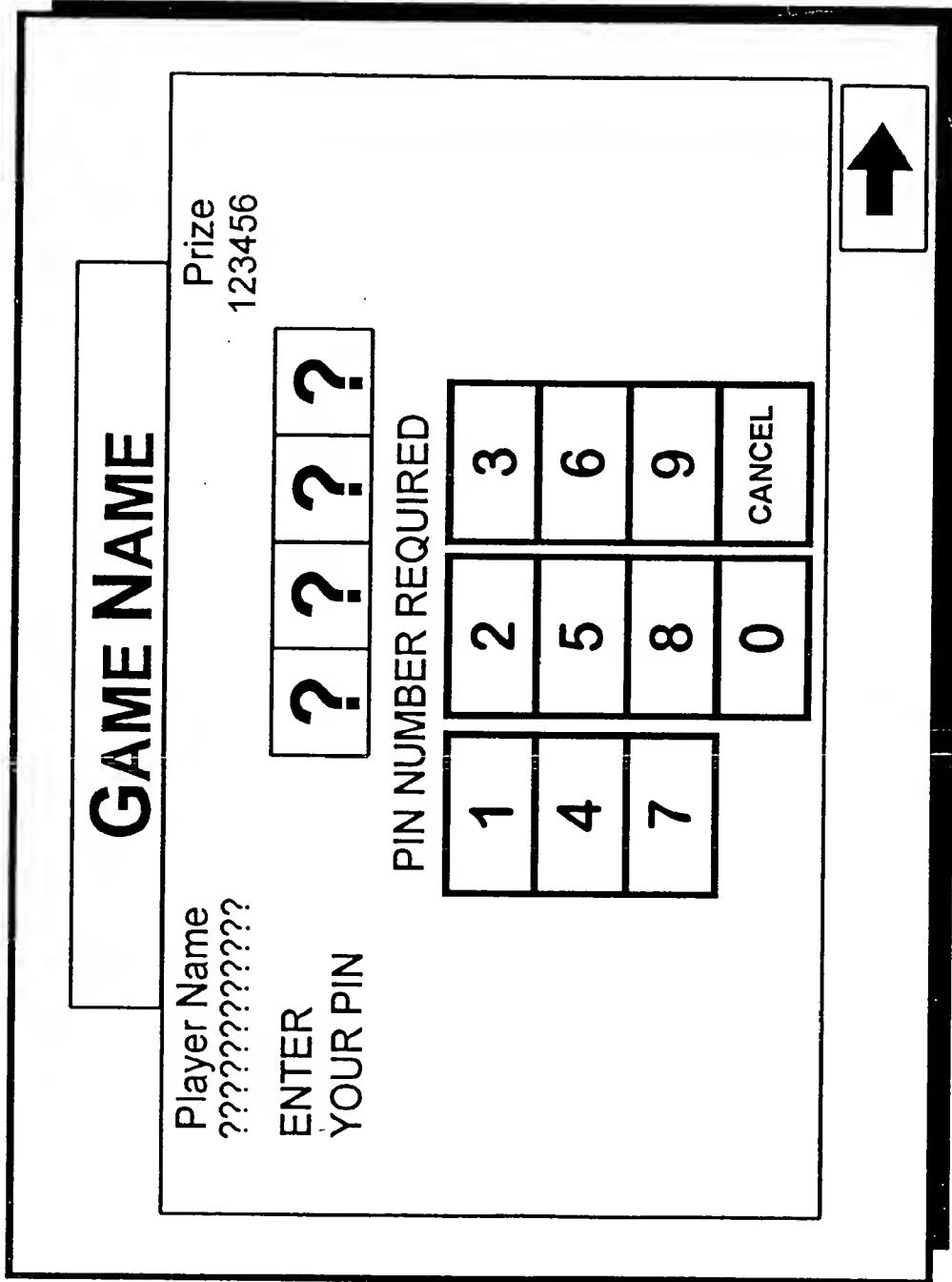


FIG. 7

FIG. 8



INITIAL SETUP

CLEAR
PRIZES

END
TOURNAM'T

TOURNAM'T
SETUP

COIN-IN
MENU

DISPLAY
BOOKS

TEST
SCREEN

GAME
MENU

CLEAR
HI-SCORES

FREE
CREDIT

3

CLEAR
CREDIT



9255-50-XX 5/30/1996 17:00:00

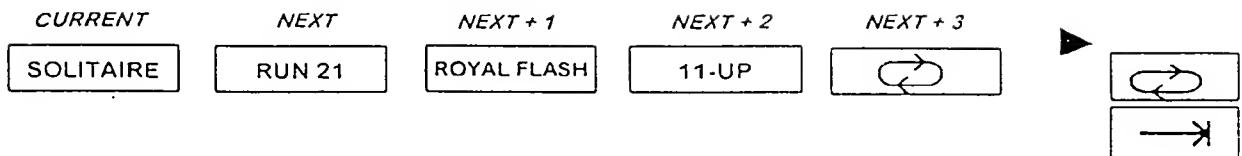
Fig. 9

CURRENT	NEXT	NEXT + 1	NEXT + 2	NEXT + 3	11-UP	REPEAT																		
<input type="button" value="SOL."/> <input type="button" value="RUN 21"/>	<input type="button" value="RYL FL"/>	<input type="button" value="TRIWRS"/>	<input type="button" value="NEXT + 3"/>	<input type="button" value="NEXT + 2"/>	<input type="button" value="NEXT + 1"/>	<input type="button" value="END"/>																		
<table border="1"> <tr> <td colspan="3">TOURNAMENT STARTS:</td> </tr> <tr> <td>MONTH</td> <td>DAY</td> <td>YEAR</td> </tr> <tr> <td><input type="button" value="06"/></td> <td><input type="button" value="03"/></td> <td><input type="button" value="95 THU"/></td> </tr> <tr> <td>TIME</td> <td colspan="2"><input type="button" value="↑"/> <input type="button" value="↓"/></td> </tr> <tr> <td>HOUR</td> <td>MINUTE</td> <td></td> </tr> <tr> <td><input type="button" value="13"/></td> <td><input type="button" value="30"/></td> <td>(PM)</td> </tr> </table>							TOURNAMENT STARTS:			MONTH	DAY	YEAR	<input type="button" value="06"/>	<input type="button" value="03"/>	<input type="button" value="95 THU"/>	TIME	<input type="button" value="↑"/> <input type="button" value="↓"/>		HOUR	MINUTE		<input type="button" value="13"/>	<input type="button" value="30"/>	(PM)
TOURNAMENT STARTS:																								
MONTH	DAY	YEAR																						
<input type="button" value="06"/>	<input type="button" value="03"/>	<input type="button" value="95 THU"/>																						
TIME	<input type="button" value="↑"/> <input type="button" value="↓"/>																							
HOUR	MINUTE																							
<input type="button" value="13"/>	<input type="button" value="30"/>	(PM)																						
<table border="1"> <tr> <td>STATUS</td> <td>TOURNAMENT DURATION</td> <td>PRIZE MODE</td> <td>START AT</td> </tr> <tr> <td><input checked="" type="radio" value="DELAYED"/> <input type="radio" value="CREDIT"/></td> <td><input type="button" value="1 DAY"/></td> <td><input type="button" value="CASH"/></td> <td><input type="button" value="-0-"/></td> </tr> <tr> <td>SET ATTENDANT</td> <td><input type="button" value="P.I.N."/></td> <td><input type="button" value="PRIZE POOL"/></td> <td><input type="button" value="50%"/></td> </tr> <tr> <td><input type="button" value="SET OPERATOR"/></td> <td><input type="button" value="CREDIT FIELDS"/></td> <td><input type="button" value="EXIT"/></td> <td></td> </tr> </table>							STATUS	TOURNAMENT DURATION	PRIZE MODE	START AT	<input checked="" type="radio" value="DELAYED"/> <input type="radio" value="CREDIT"/>	<input type="button" value="1 DAY"/>	<input type="button" value="CASH"/>	<input type="button" value="-0-"/>	SET ATTENDANT	<input type="button" value="P.I.N."/>	<input type="button" value="PRIZE POOL"/>	<input type="button" value="50%"/>	<input type="button" value="SET OPERATOR"/>	<input type="button" value="CREDIT FIELDS"/>	<input type="button" value="EXIT"/>			
STATUS	TOURNAMENT DURATION	PRIZE MODE	START AT																					
<input checked="" type="radio" value="DELAYED"/> <input type="radio" value="CREDIT"/>	<input type="button" value="1 DAY"/>	<input type="button" value="CASH"/>	<input type="button" value="-0-"/>																					
SET ATTENDANT	<input type="button" value="P.I.N."/>	<input type="button" value="PRIZE POOL"/>	<input type="button" value="50%"/>																					
<input type="button" value="SET OPERATOR"/>	<input type="button" value="CREDIT FIELDS"/>	<input type="button" value="EXIT"/>																						

Fig. 10

Fig. 11(a)

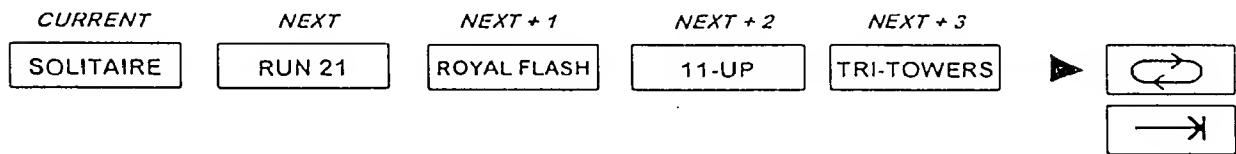
Example 1: REPEAT MODE



This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, SOLITAIRE, RUN 21, ETC.

Fig. 11(b)

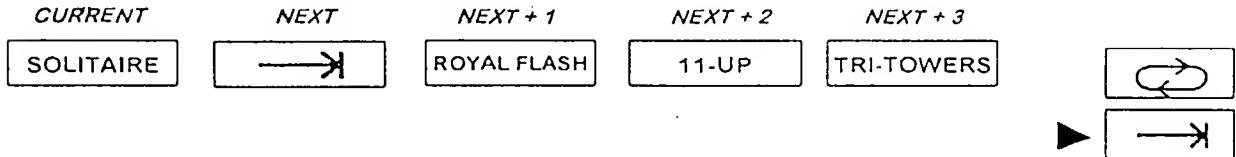
Example 2: REPEAT MODE



This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, TRI-TOWERS, SOLITAIRE, ETC.

Fig. 11(c)

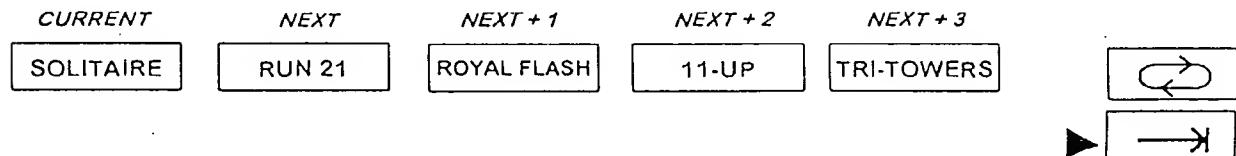
Example 3: END MODE



This sequence will run SOLITAIRE and then END.

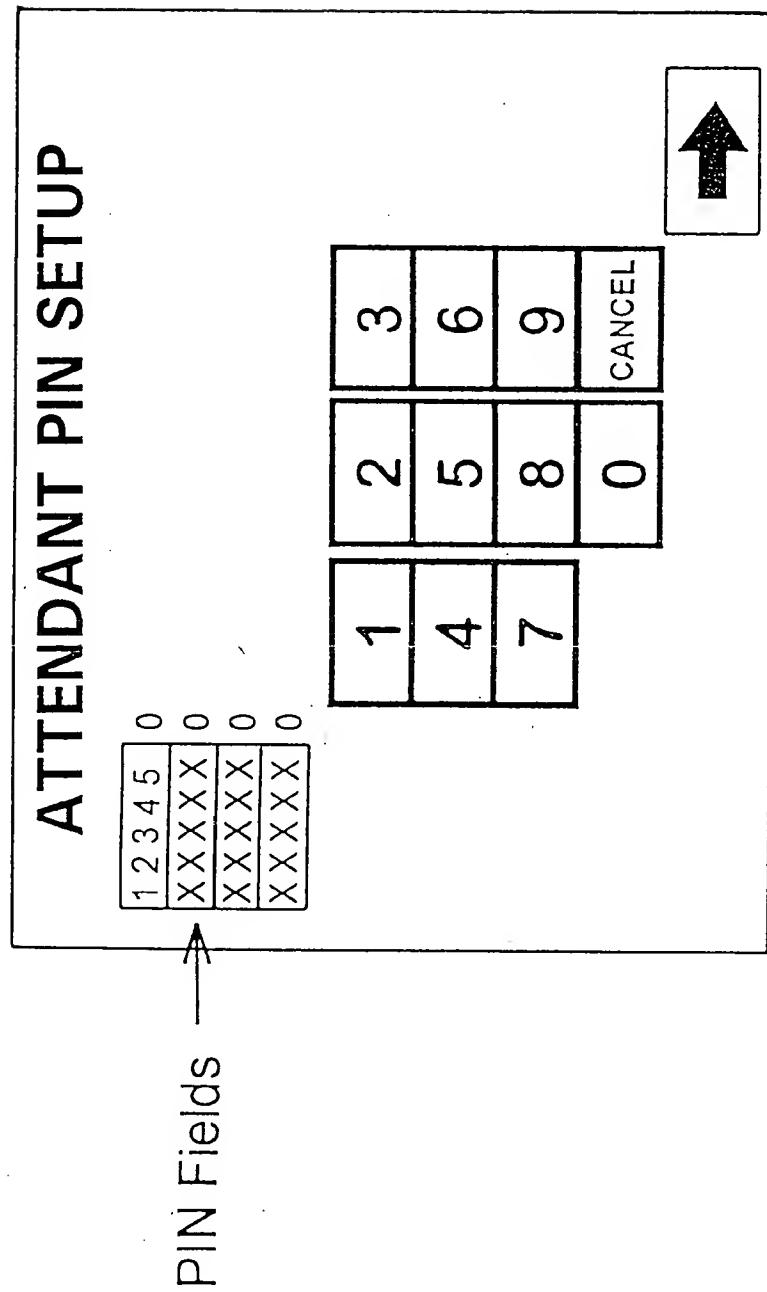
Fig. 11(d)

Example 4: END MODE



This sequence will run SOLITAIRE, RUN 21, ROYAL FLASH, 11-UP, TRI-TOWERS and then END.

Fig. 12



42

263750 "JAZZ CARD

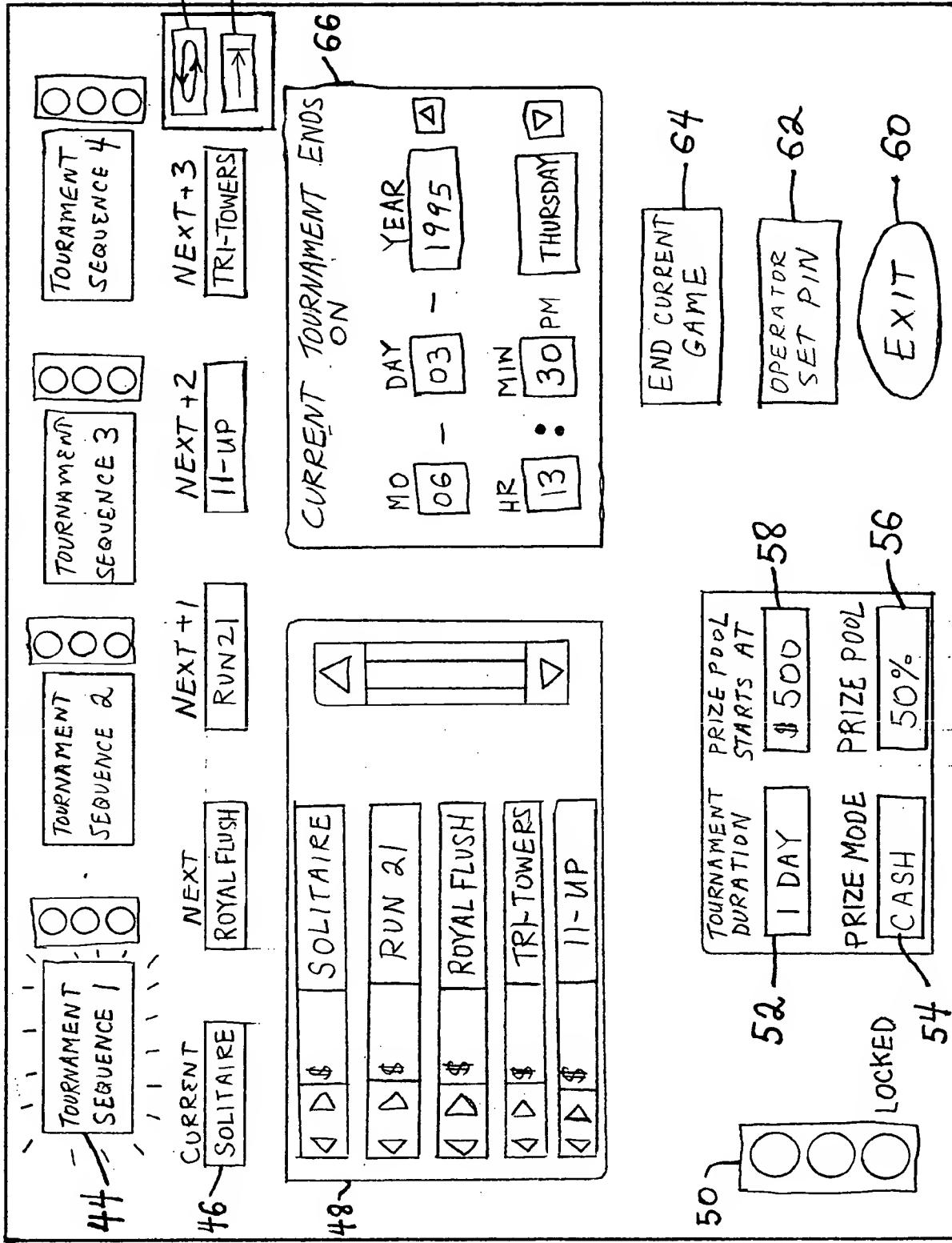


FIG. 13

WINNERS LIST

SOLITAIRE		
<u>Player Name</u>	<u>Prize</u>	<u>Claimed?</u>
NAME 1	PRIZE 1	✓
NAME 2	PRIZE 2	
:	:	
NAME n	PRIZE n	

RUN 21		
<u>Player Name</u>	<u>Prize</u>	<u>Claimed?</u>
NAME 1	PRIZE 1	
NAME 2	PRIZE 2	✓
:	:	
NAME n	PRIZE n	

ROYAL FLUSH		
<u>Player Name</u>	<u>Prize</u>	<u>Claimed?</u>
NAME 1	PRIZE 1	✓
NAME 2	PRIZE 2	
:	:	
NAME n	PRIZE n	

TRI-TOWERS		
<u>Player Name</u>	<u>Prize</u>	<u>Claimed?</u>
NAME 1	PRIZE 1	✓
NAME 2	PRIZE 2	
:	:	
NAME n	PRIZE n	

FIG. 14